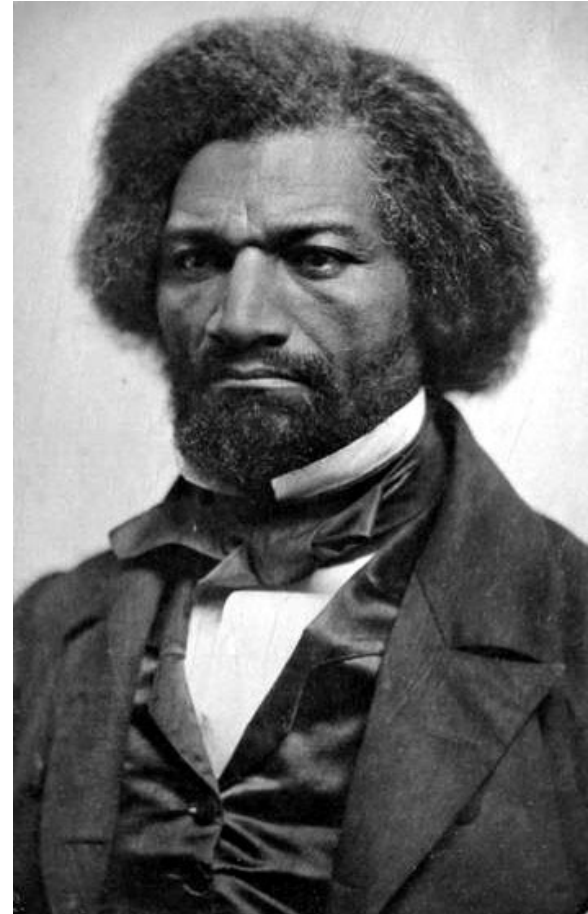


Kentucky, 1861

Setup Session 3



James Hammond



Frederick Douglass

Stephen Hale



Today's Agenda

- Reminders
 - Send me your character's name.
 - All assignments should be submitted to "Kentucky 1861 Assignments"
 - Newspapers should be submitted **the day before the session they will be distributed.**
 - Papers based on speeches should be submitted **the day the speech is given in class.**
- Game rules and procedures
- Racism Argument Quiz
 - Doing well on this quiz means you can use the "Race Argument"
- Select Speaker
 - Caucus with your region

Objectives and Victory Conditions

- You have a series of conditions that you should aim to achieve to win the game.
- Most of you are concerned about protecting your property and avoiding the end of slavery.
- How might Kentuckians avoid the destruction of property and emancipation?

Proceedings of the Legislature

- The Speaker presides over the legislature.
 - With some exceptions he determines the order of speakers.
 - He calls on people to ask questions and determines when to move on from questions.
 - He runs any voting.
- When speaking for the first time, legislators must give their home region and a basic biography.
- Anyone may speak during sessions, but only legislators can vote.

Proceedings of the Legislature

- Typically Acts and Resolutions should be sent to me before class.
 - They should be very brief (see page 56).
- You should send them to me before class, and I will put them on the projector during class.
- Legislators may attempt to amend acts and resolutions.
- Acts and resolutions are passed by majority vote.
 - Some players get extra votes.
- Sometimes it will make sense for students to write acts and resolutions during class.

Amending Legislation

1. Legislator A introduces a resolution: “All Kentuckians should be given ice cream.”
2. Legislator B moves to amend it to “All Kentuckians should be given hot dogs.”
 1. If this is seconded, legislators debate the amendment (ice cream to hot dogs) and then vote on it.
 2. Legislator C could attempt to amend the amendment: “All Kentuckians should be given beef hot dogs.”
 3. In theory this can go on forever but, obviously, we should avoid that.
3. Once the amending process is over the legislature will return to debate the original or amended resolution (depending on if the amendment passed)

Proceedings of the Legislature

- The Governor may veto legislation.
 - He must explain to the legislature why he vetoed their legislation.
- The legislature may overturn a veto by majority vote.

The Racism Argument

- We will NOT be making race-based arguments in class.
- Students who do well on the Race Argument quiz (given later today) will be able to use the “Race Argument.”
 - Legislators may use it as part of a prepared speech to get two votes for that game session.
 - The Governor may use it when vetoing legislation to delay a vote on overturning the veto to the next session.
 - Militia leaders may use it as part of a speech to gain a strength point.

Sovereignty Convention

- A Sovereignty Convention may be called by a majority vote of the legislature.
 - This convention is meant to decide whether Kentucky will secede.
- All free, live players in Kentucky can vote in a Sovereignty Convention.
- Players caucus by region to discuss secession.
 - A region that unanimously opposes the Convention's decision may secede from Kentucky.
- After the Convention, the legislature reconvenes. Further Sovereignty Conventions may be held.

Militias

- At the beginning of the game, the only militia is the Kentucky State Guard.
- Some players may leave the legislature and create militias.
- Militias may take one or more actions each session.
 - Recruit more militia members
 - Acquire equipment
 - Combine with another militia
 - Abduct another player
 - Deploy to a certain part of the state
 - Assault another militia
 - Leave Kentucky

Race Argument Quiz

Caucus by Region

- The Governor and Inspector General may speak to who they like.
- Bluegrass
 - Uncomfortable Heir
 - Homespun Lawyer
 - Louisville Attorney
 - Bold Cavalier
 - Cautious Banker
 - Arch-Unionist
 - Hemp Planter
 - Striving Manufacturer
 - Douglas Democrat
 - Rising Star
- Jackson Purchase
 - Presbyterian Planter
 - Paternalistic Planter
 - Obdurate Planter
- Cumberland Plateau
 - Bookish Lawyer
 - Constitutional Unionist
 - Baptist Farmer
 - Genteel Sportsman
- Pennyroyal
 - Proud Autodidact
 - Die-Hard Whig
 - Jacksonian Democrat
 - True Kentuckian
 - Fire-eater
 - Ambitious Veteran
 - Breckinridge Democrat

Next Class Agenda (March 26)

- GM distributes newspapers (due the night before)
- Legislators are sworn in.
- The following players MUST give a speech.
 - The Governor
 - Bookish Lawyer
 - Uncomfortable Heir
 - Proud Autodidact
 - Presbyterian Planter